

11. (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the bonus information and awards may be redeemed by the electronic gaming device.

Not
Entered

~~12.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the bonus information and awards may be redeemed by a second electronic gaming device.

Not
Entered

~~13.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the bonus information and awards may be redeemed at a kiosk.

¹²~~14.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the bonus information and awards comprise merchandise.

Not
Entered

~~15.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the bonus information and awards may be redeemed by a "ticket in ticket out (TITO)" system.

Not
Entered

~~16.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the printing/dispensing device is compatible with a "ticket in ticket out (TITO)" system.

¹³~~17.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the printing/dispensing device is an integrated component of the electronic gaming device.

Not
Entered

~~18.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the standard output device of the electronic gaming device is a payout processor that determines payment based on a paytable.

Not
Entered

~~19.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 18, where the payout processor generates commands for peripheral devices of the electronic gaming device.

Not
Entered

~~20.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 18, where the payment is in coinage.

Not
Entered

~~21.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 18, where the payment is compatible with a "ticket in ticket out (TITO)" system.

¹⁴~~22.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 10, where the event occurrence information signal computing means initiates a notification to the operator/player that an event has occurred.

Not Entered

~~23.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 22, where the notification is a video message.

Not Entered

~~24.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 22, where the notification occurs on a player tracking display.

~~25.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 22, where the notification occurs is an audio message.

~~26.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 22, where the notification occurs via the printing device.

~~27.~~ (New) The printing and dispensing bonusing system for electronic gaming devices of claim 22, where the notification occurs via the dispensing device.